

The Multiplayer



Singularity



What Games Are

Magical Engineering



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(Hello)



The Age of Games



Singularities



—HOW OPIUM IS SMOKED, SHOWING THE PIPE AND EQUIPMENT.—

LIFE

Pipe Dreams

Pervasive Technology





People And Play

Presence

Codependency

GET INVOLVED...
The world is run by
those who show up

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New Horizons



The Future of Multiplayer



But First, The Big Idea



When I Was 20

Forged by a god.
Foretold by a wizard.
Found by a King.

EXCALIBUR

John Boorman's "EXCALIBUR"
Nigel Terry • Helen Mirren • Nicholas Clay
Cherie Lunghi • Paul Geoffrey and Nicol Williamson
Executive Producers Edgar F. Gross and Robert A. Eisenstein
Directed and Produced by John Boorman
Screenplay by Rospo Pallenberg and John Boorman
Adapted from Malory's Le Morte D'Arthur by Rospo Pallenberg



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AN ORION PICTURES PRESENTATION

A WARNER BROS. COMMUNICATIONS COMPANY



OPENS FRIDAY APRIL 10 AT FLAGSHIP THEATRES EVERYWHERE

kymar's stuff

ckmac.com

I Had Storysensual Experiences



I Saw Nascent Communities Form



Considered Living In A City Called Async



And The Potential Of Party Games



And Player Self Expression

Gamers Solve HIV Puzzle in Ten Days

October 18, 2013 - GamePolitics Staff



Scientists at
have been t
structure of
behavior sin
the develop
infection" fo
that it likely
cure for the
spatial game
collectively c
structure in

Scientist we
M-PMV retr

plays a key role in the development of a virus similar to HIV, becau
possible combinations in which it can fold its atomic bonds. Determ
very laborious endeavor even for high-end computers with large pr

And The Possibilities of Collaboration



Grand Multiplayer Story-World-Games For All

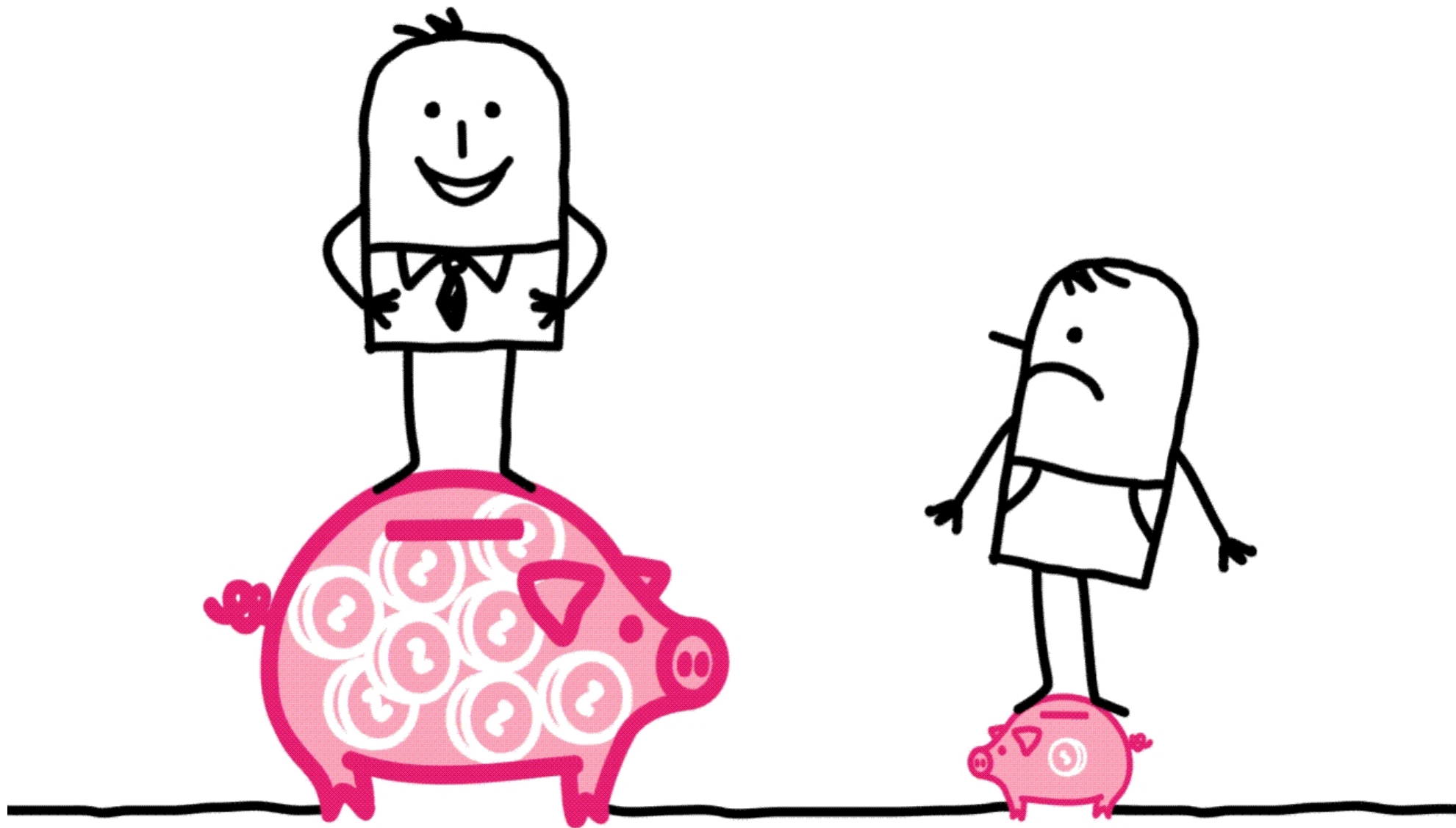
A Game Designer's Guide to Glass

Personal opinions of Noah Falstein

"In his office he could have got the same data just as quickly, but here he would have to take out his pocket communications terminal, type in the question, and read the answer. Reedy and Bonner simply thought the question and got the answer piped into their heads without interrupting the conversation." - **Oath of Fealty**, Niven and Pournelle, 1981

Google Glass is Science Fiction made real, and different enough from what previous hardware can do to have opened up a whole new world for developers. When I look at the landscape of what can be done with Glass, I flash back to my childhood in Chicago. On a Saturday morning in February, I would awake to a yard covered deeply in pristine snow, glittering in the sunlight, untouched and untrodden. Would I build a fort? A castle? A snowman? Would I make tunnels and ramparts, build snow cities to demolish with my Godzilla-sized boots, come up with something entirely new? Invite friends for a collaborative building session, or competitive snowball fight? Or... anything seemed possible, but I knew it would be great.

And A Pervasive Future



But I Noticed A Disparity



LAWFUL GOOD

"98% of the people that join EVE University are likely to subscribe to the game" -CCP Sisyphus



NEUTRAL GOOD

Two corporations, one war. Come and go as you please.



CHAOTIC GOOD

"Anyone can be brave, but Newbies do it with explosions."



LAWFUL NEUTRAL

We're not just doing this for money.
We're doing this for a shitload of money.



TRUE NEUTRAL

"We have space for rent! We don't disband occasionally unlike the others!"



CHAOTIC NEUTRAL

Fuck Blues. Fuck Sov. Local is primary.



LAWFUL EVIL

[2012.07.29 17:52:35] Jimmy 4chan >
need to speak to somebody that doesnt call
me a fag every 20 secs



NEUTRAL EVIL

We will be your best friend or your
worst enemy.



CHAOTIC EVIL

"We've adopted the gimmick of writing like 8 year
olds on ritalin since that's a convenient excuse for
our poor grammar and cohesion of ideas."

Between Spirit and Actual



Between “Social” and Social



I Saw Over-Signified Novelty

And The Tall House Pattern

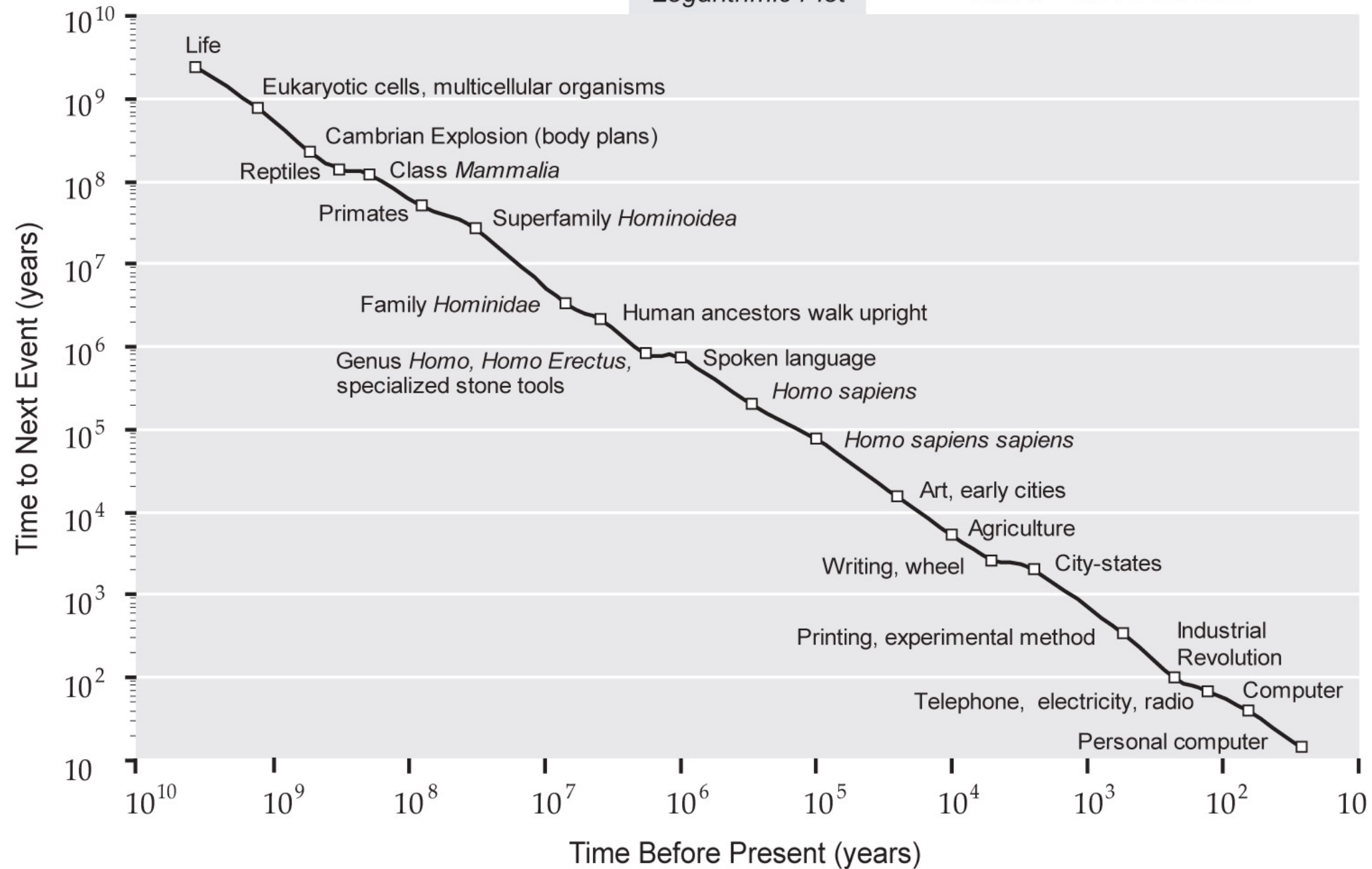
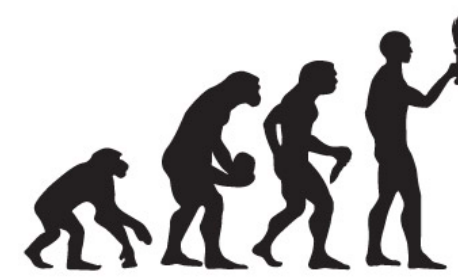




Is A Grand Multiplayer Future Idealistic?

Countdown to Singularity

Logarithmic Plot



Or Is It Akin To The Singularity?

The technological singularity is often seen as an occurrence (akin to a gravitational singularity) beyond which—from the perspective of the present—the future course of human history is unpredictable or even unfathomable.

As In

“Let’s say a game where instead of having crowds where there are a hundred of them, what if there are 1,000 in the street, and you really feel that, and they’re acting intelligently,” Raymond said.

To me, it’s all about the gameplay experience and how there’s stuff we’re doing in terms of investment and performance that isn’t just about cinematics and cutscenes.



It’s how that performance that makes sense and enriches the experience in a multiplayer context, where you’re not even watching a cinematic, but it’s performance of your character and the other characters being played by people, right?

If you think of it now, for example, you could be playing multiplayer games and you could be like, ‘Oh crap, what’s going on? Let’s go hide there!’ or whatever you’re saying, and your character is just still walking on or whatever.

Because of those ideas, multiplayer would indeed become a more popular choice for gamers further into the future of these consoles according to Raymond, but that to do so, the online challenge would need to encompass all manner of skill levels. “I think the key is how do we make those games appeal to a broader audience,” Raymond said.

Is Connectivity The Key?



Are single-player games doomed?

February 10th, 2006 (Visited 99271 times) Tags: game design, WoW, XBLA

“ The entire video game industry’s history thus far has been an aberration. It has been a mutant monster only made possible by unconnected computers. People always play games together. All of you learned to play games with each other. When you were kids, you played tag, tea parties, cops and robbers, what have you. The single-player game is a strange mutant monster which has only existed for 21 years and is about to go away because it is unnatural and abnormal.

– me, at the [Churchill Club](#)

Well, that one set the cat among the pigeons...

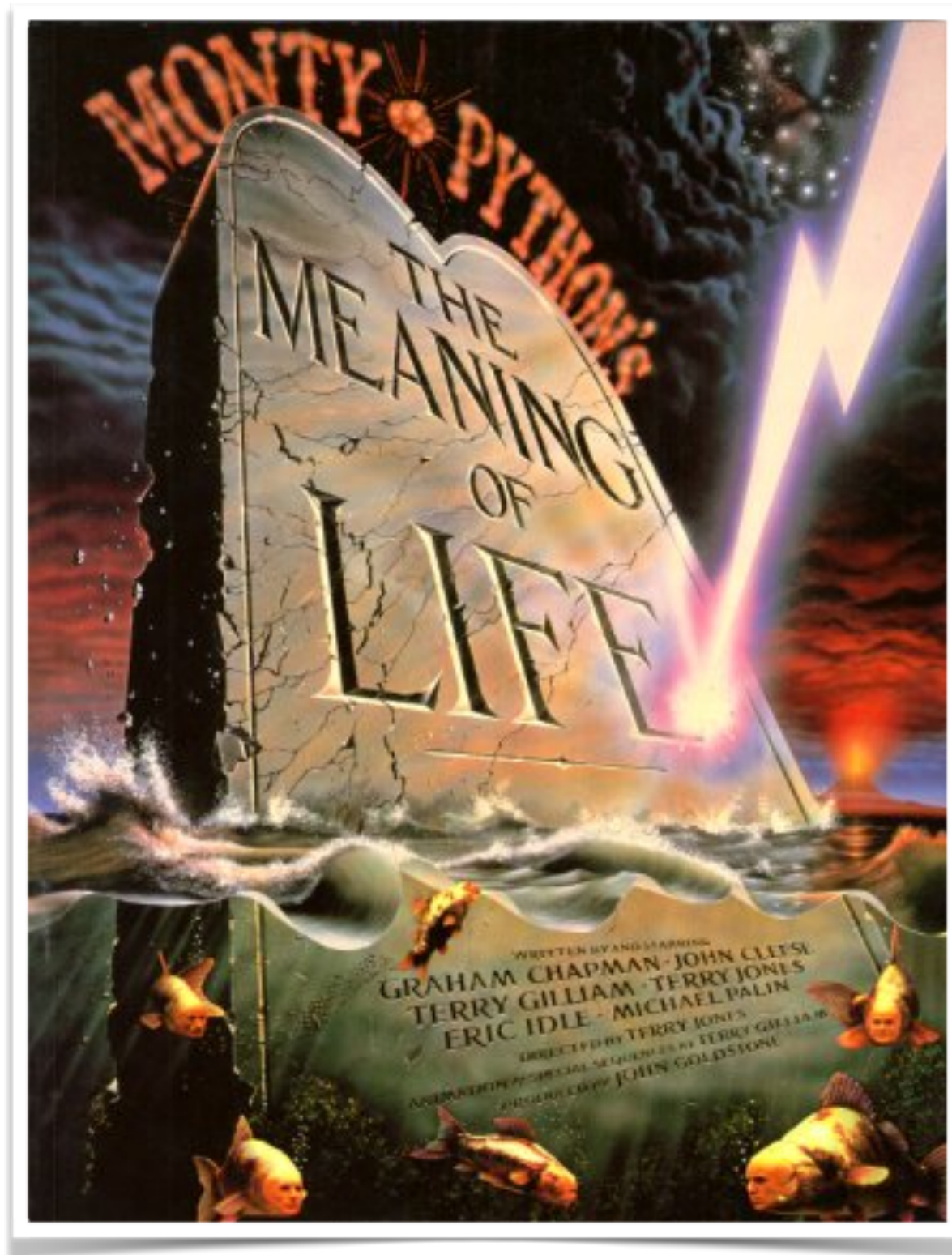
After 24 hours, we see [story](#) after [story](#) after [story](#) after [story](#) after [story](#) on this, and of course, I also got a bunch of emails from co-workers, including the memorably titled “Are you serious?”

Yes, I am serious, but it’s worth digging into the topic a bit more thoroughly.



Historically speaking, **single-player games are indeed an aberration.**

Are Games Currently In A Middle-State?



And What Might That Mean?



The Great Invention Of Videogames Is Single Play

The technological singularity is often seen as an occurrence (akin to a gravitational singularity) beyond which—from the perspective of the present—the future course of human history is unpredictable or even unfathomable.

It Was A Singularity

HIGH
SCORE

05000

1UP

00000

2UP

ROUND

01



Before It There Wasn't Anything. Unfathomable.



Why Does Single Play Work?



Everybody Wins



Exploration And Pace



Spirit and Storysense



Personal, Non-Judgmental



Arguably The Belief
That It's Doomed
Says More About Us
Than It.



Are We Just Bored?

Honesty

Lie to Hershel?

You and 37% of players lied



Who would you save?

Duck or Shawn?

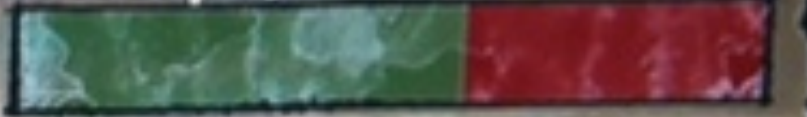
You and 47% of players chose Shawn



Loyalty

Side with Kenny?

You and 57% of players sided with Larry



Mercy

Gave Irene the Gun?

You and 45% of players gave her the gun




Who would you save?

Doug or Carley?

You and 76% of players chose Carley



 **CONTINUE**

We Are Seeing Many Subtle Shifts In Single



And Many Single Behaviors In Multiplayer-ish

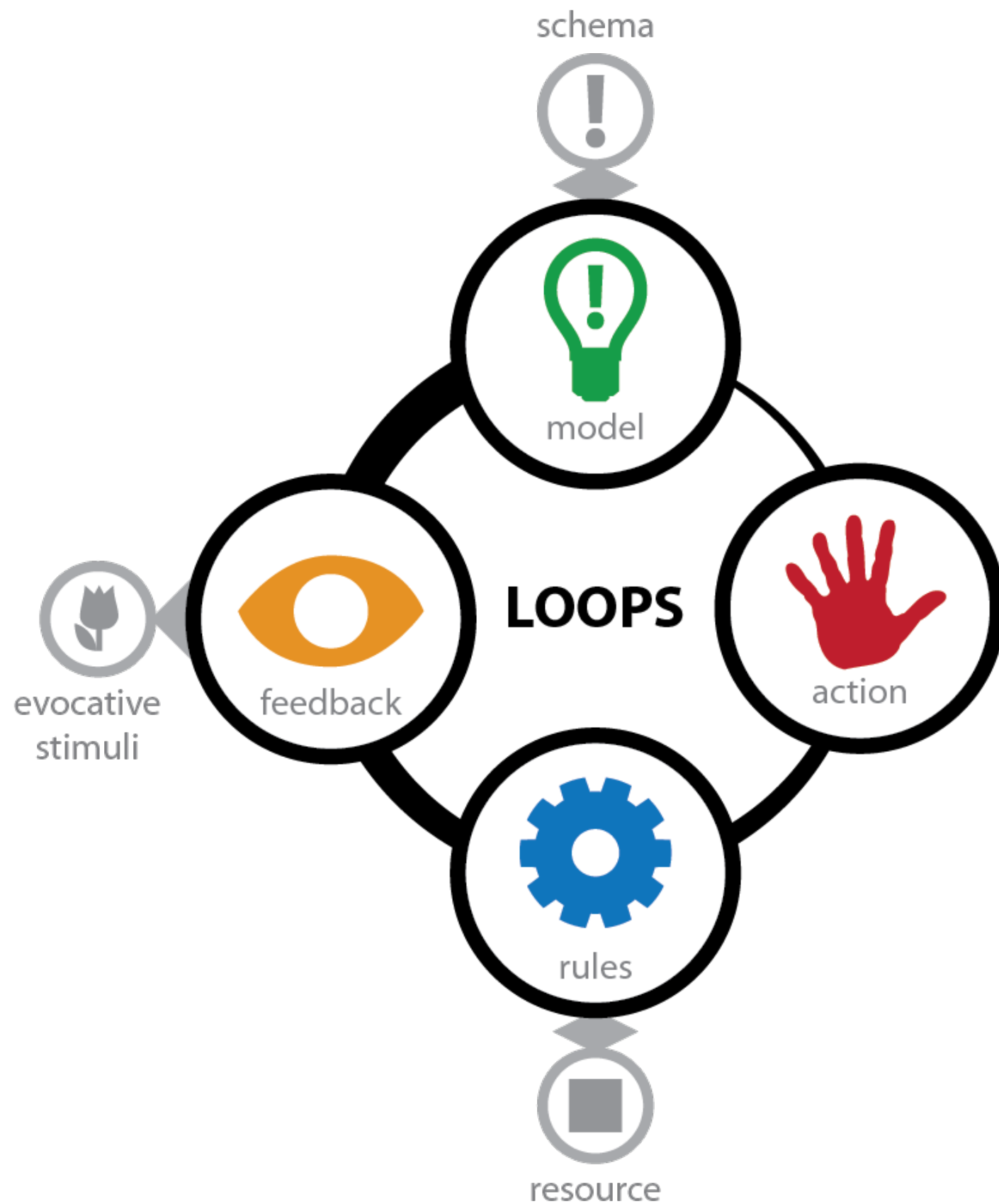
Is This Single or Multi?



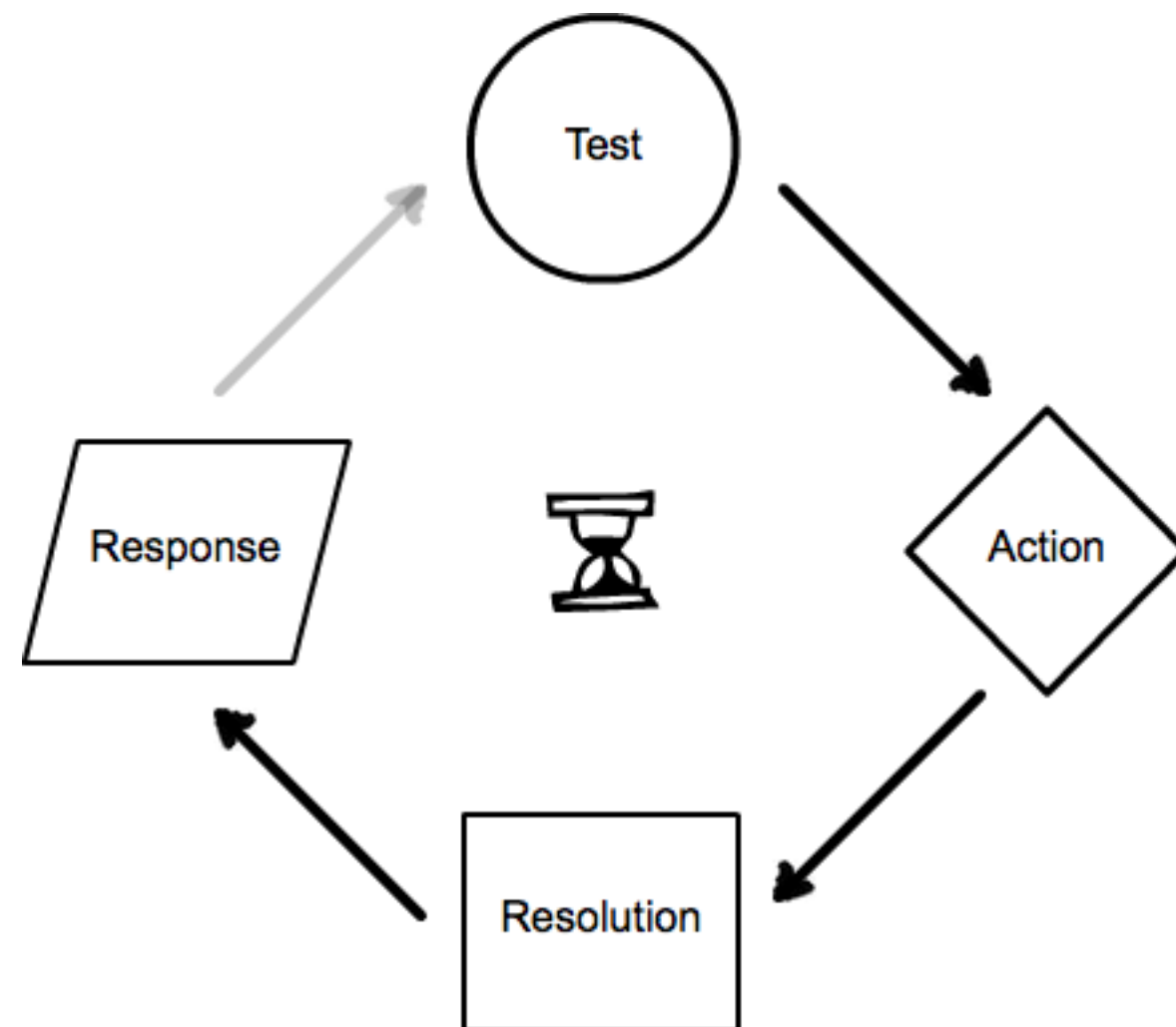
Well It Depends...

I Find It
Helps To
Think
Beyond
“X-Player
Game”

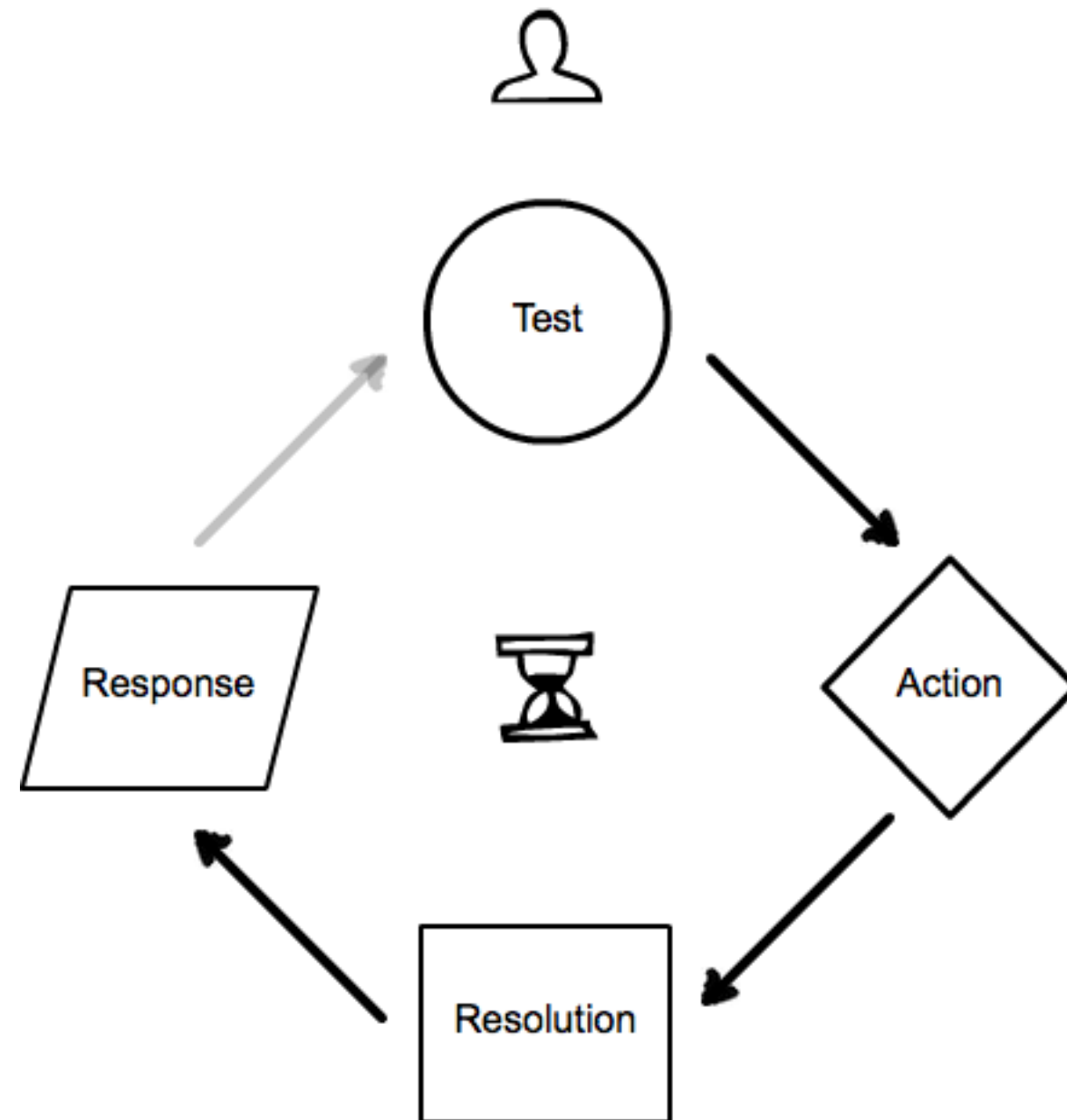




Danc's Loops



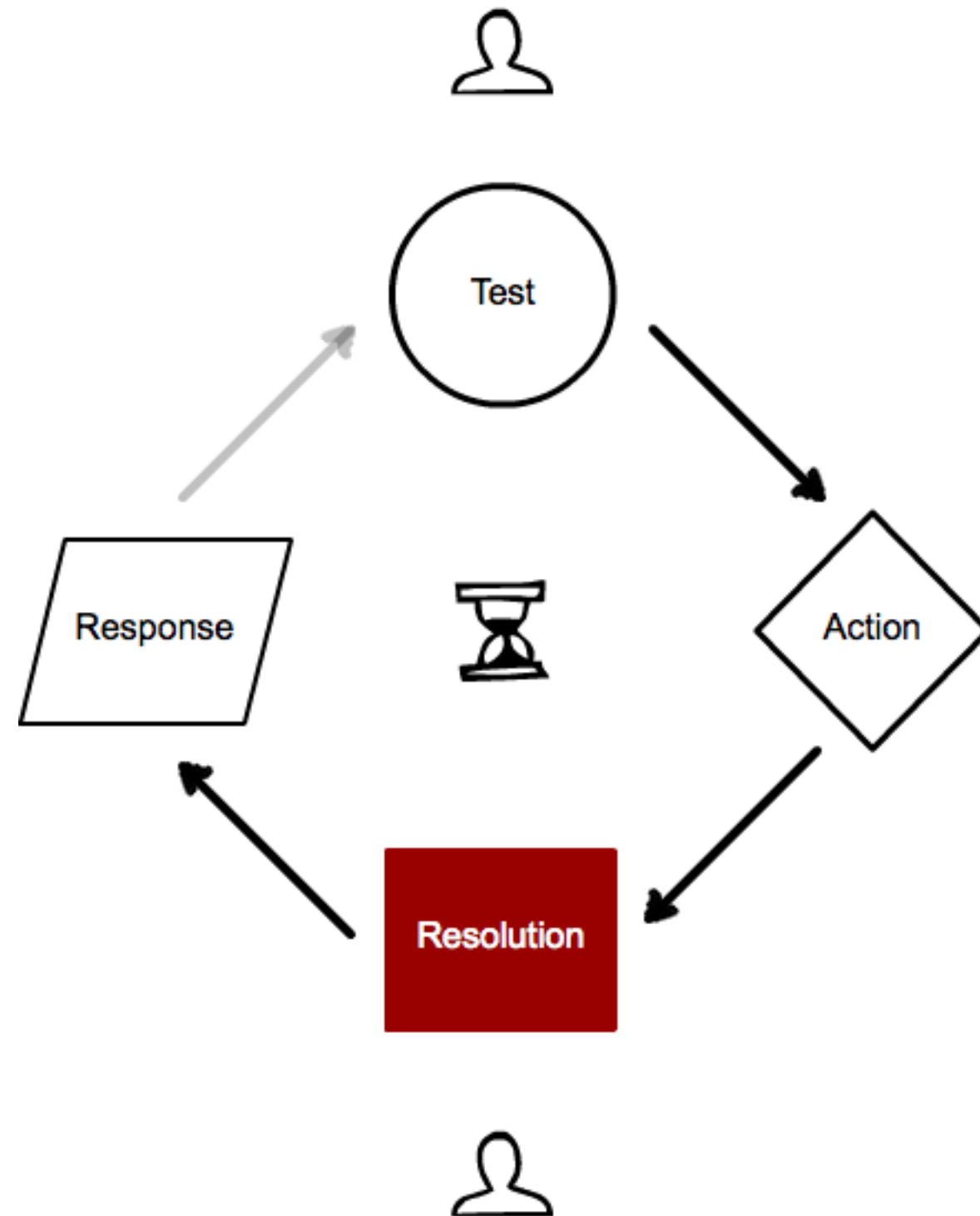
(My Version)



“Single” Is One Of Four Classes Of Loop



Me Versus The World



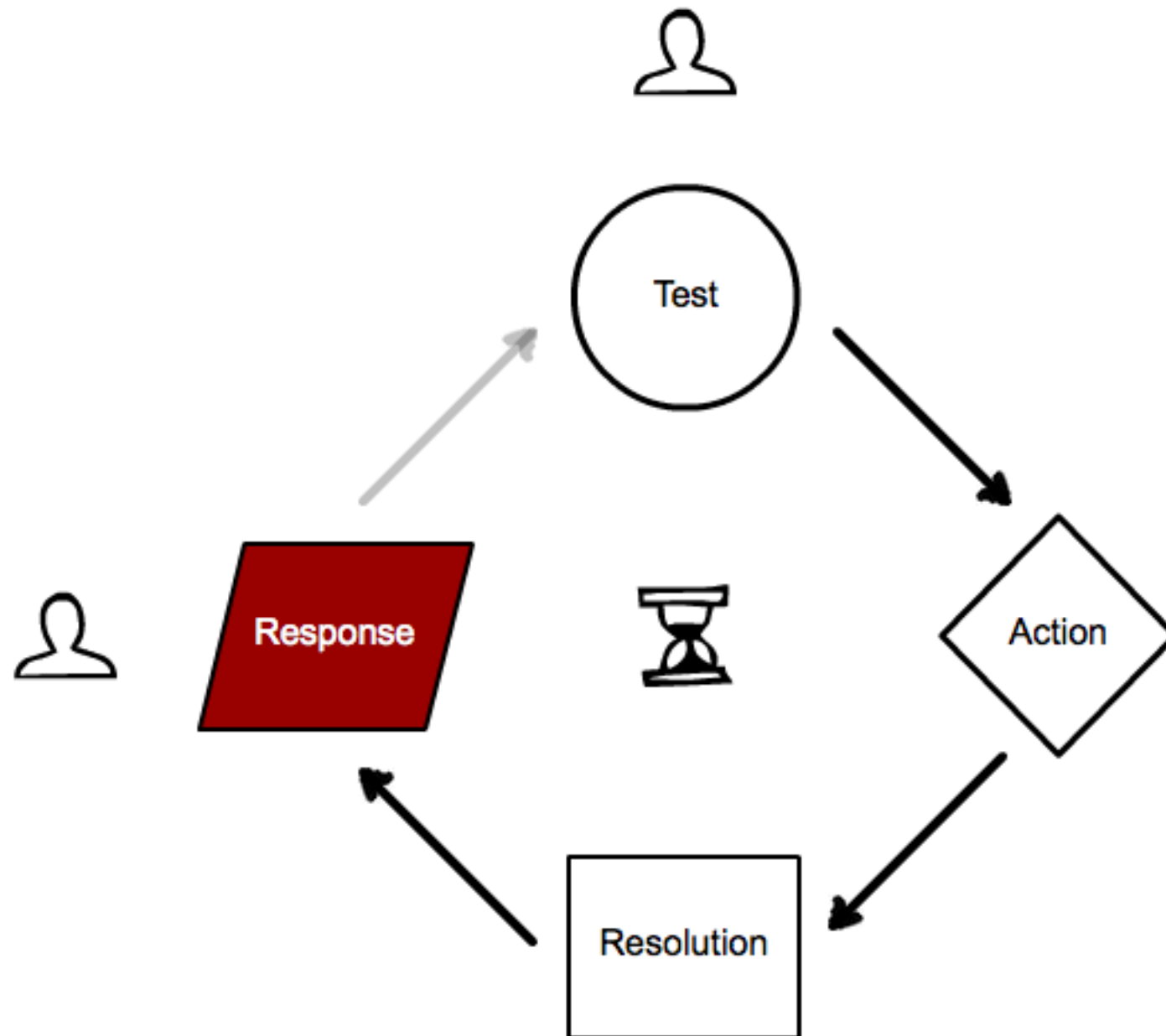
Serial Loops (“Turn Based”)



"Co-dependency is a possibility."

Codependence

Resolution Depends On The Actions Of Others

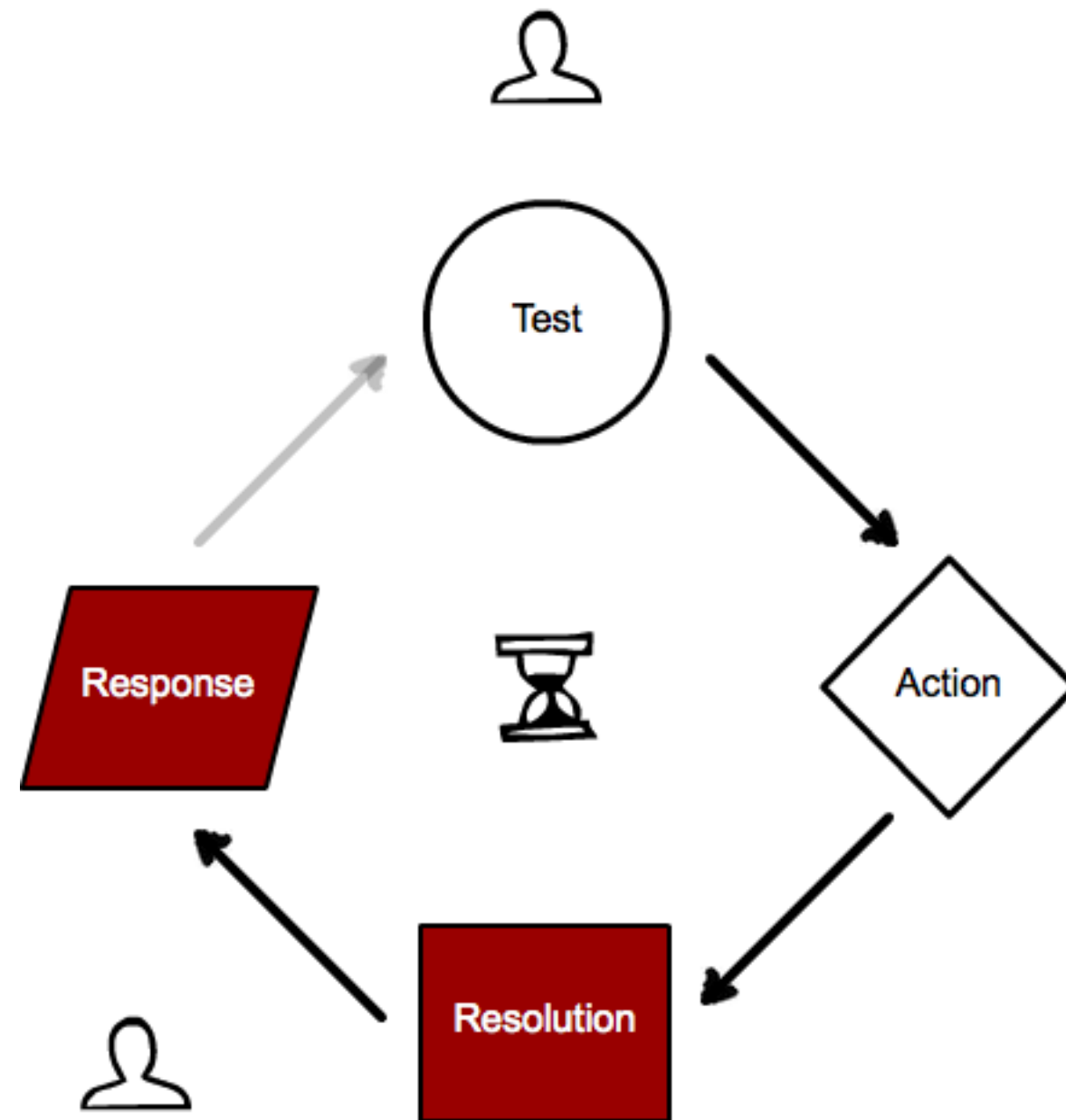


Parallel Loop

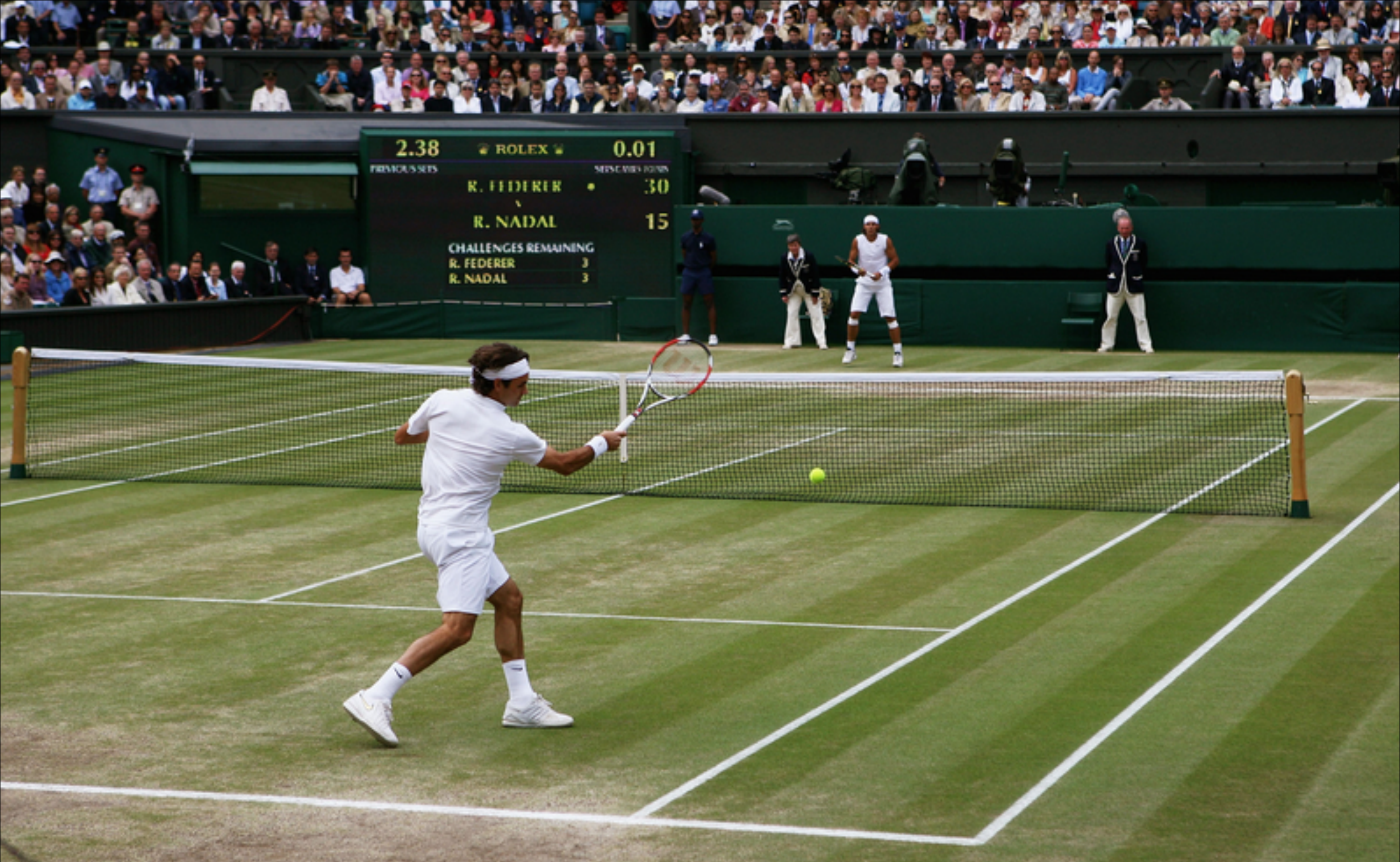


Presence

Response Visible To All, May Change Their Tests



Multiple Loop



Codependent And Present

The Multiplayer Singularity:

*When Presence And Codependency
No Longer Block Everyone Enjoying
Multiple Play As Much As Single Play.*



Presence Has Long Been A Problem



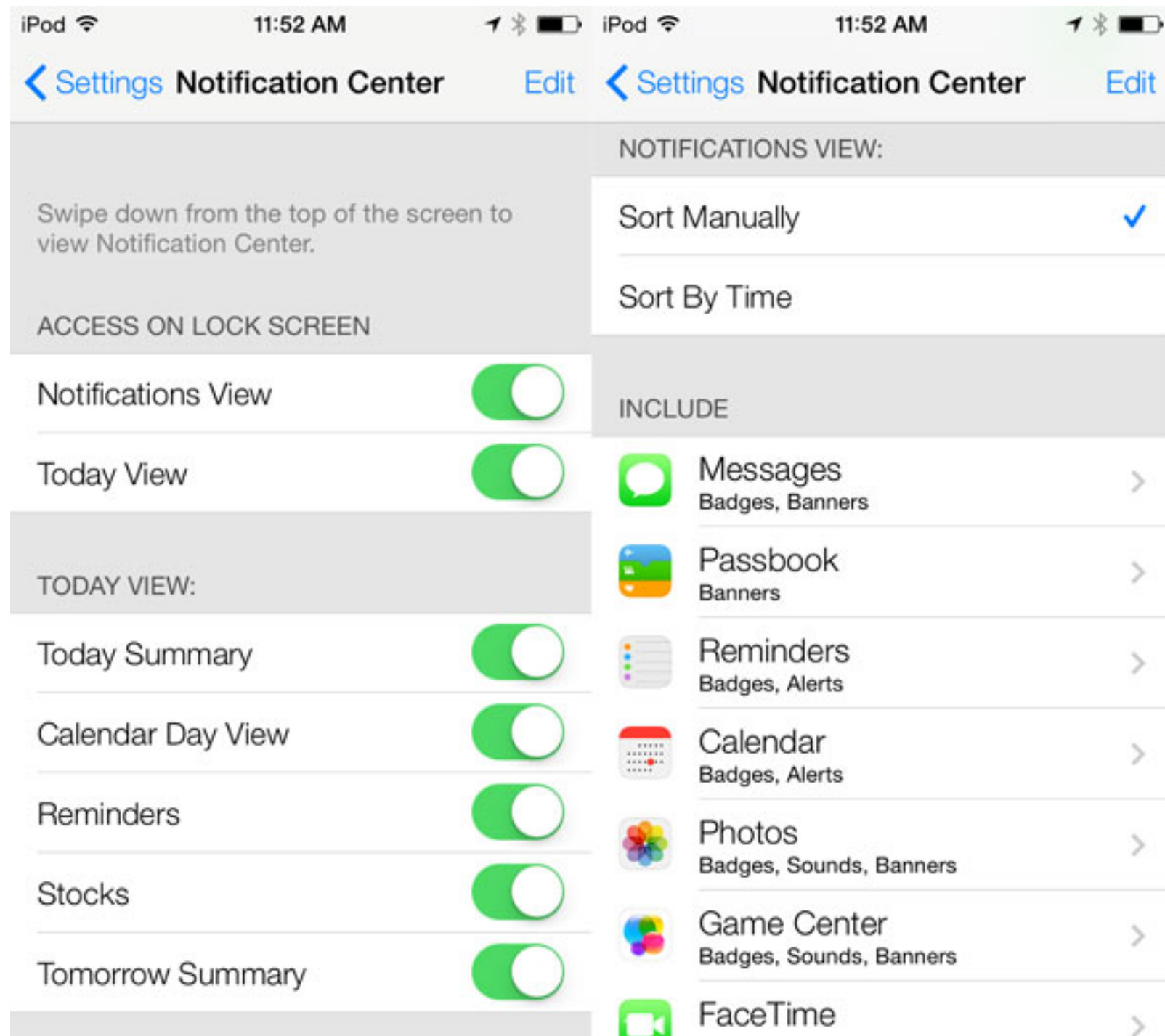
Because
Computing Used
To Be This



And This



Now It's Evolving



Becoming More Pushy

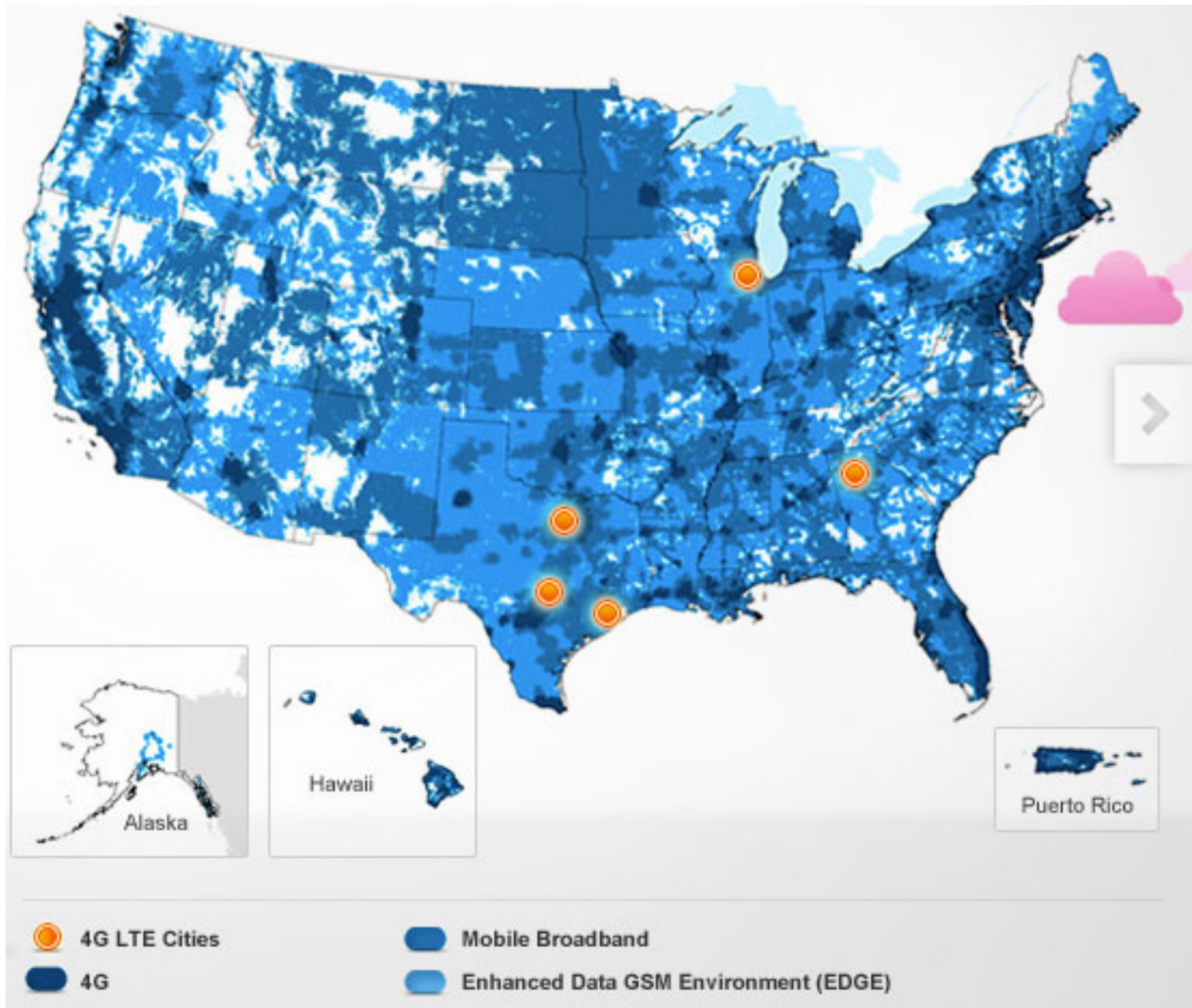


And More Intuitive

GLASS



Even Wearable



Very Very Connected



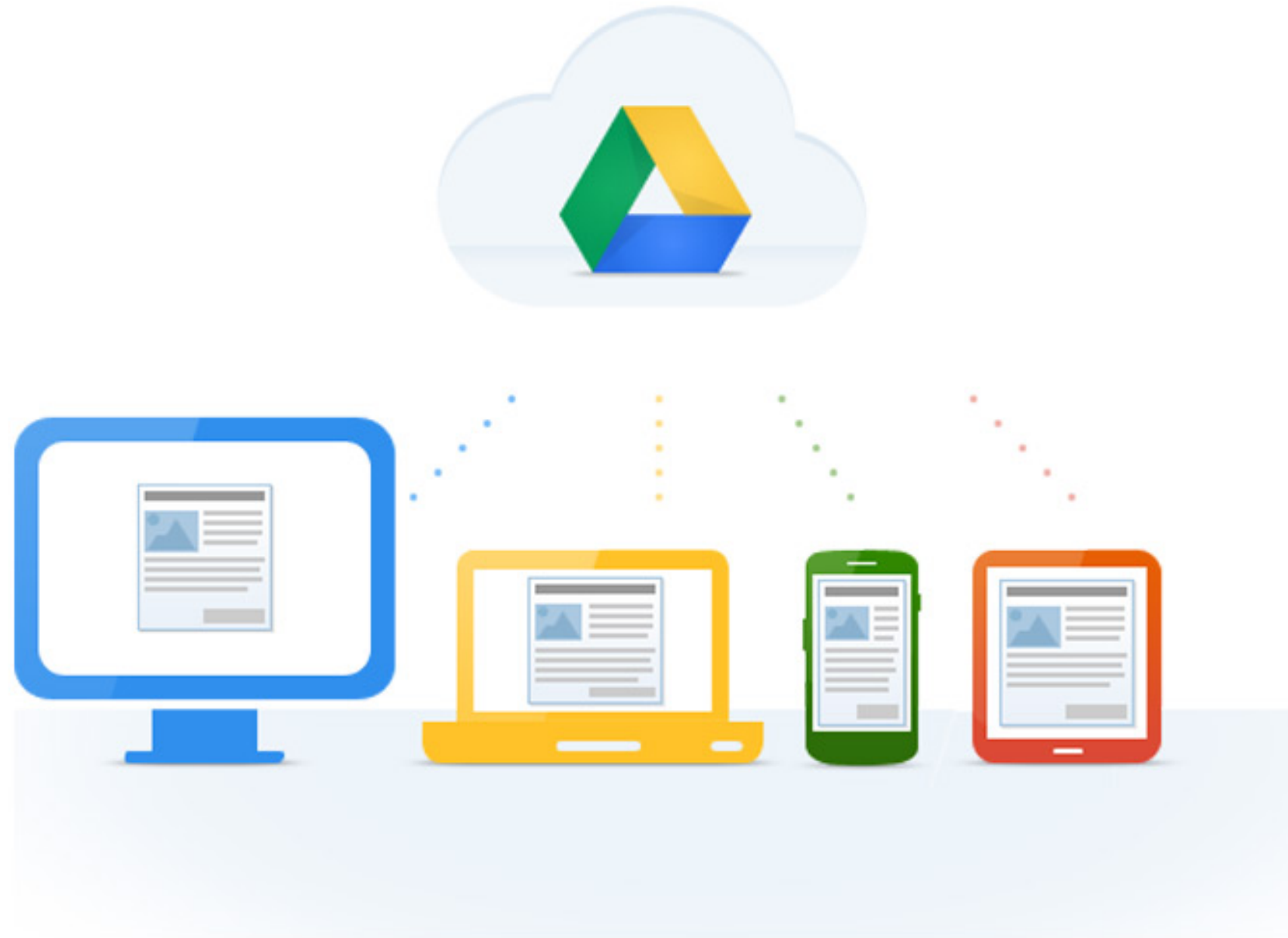
And Socially Engineered



The Overall Effect: Pervasiveness



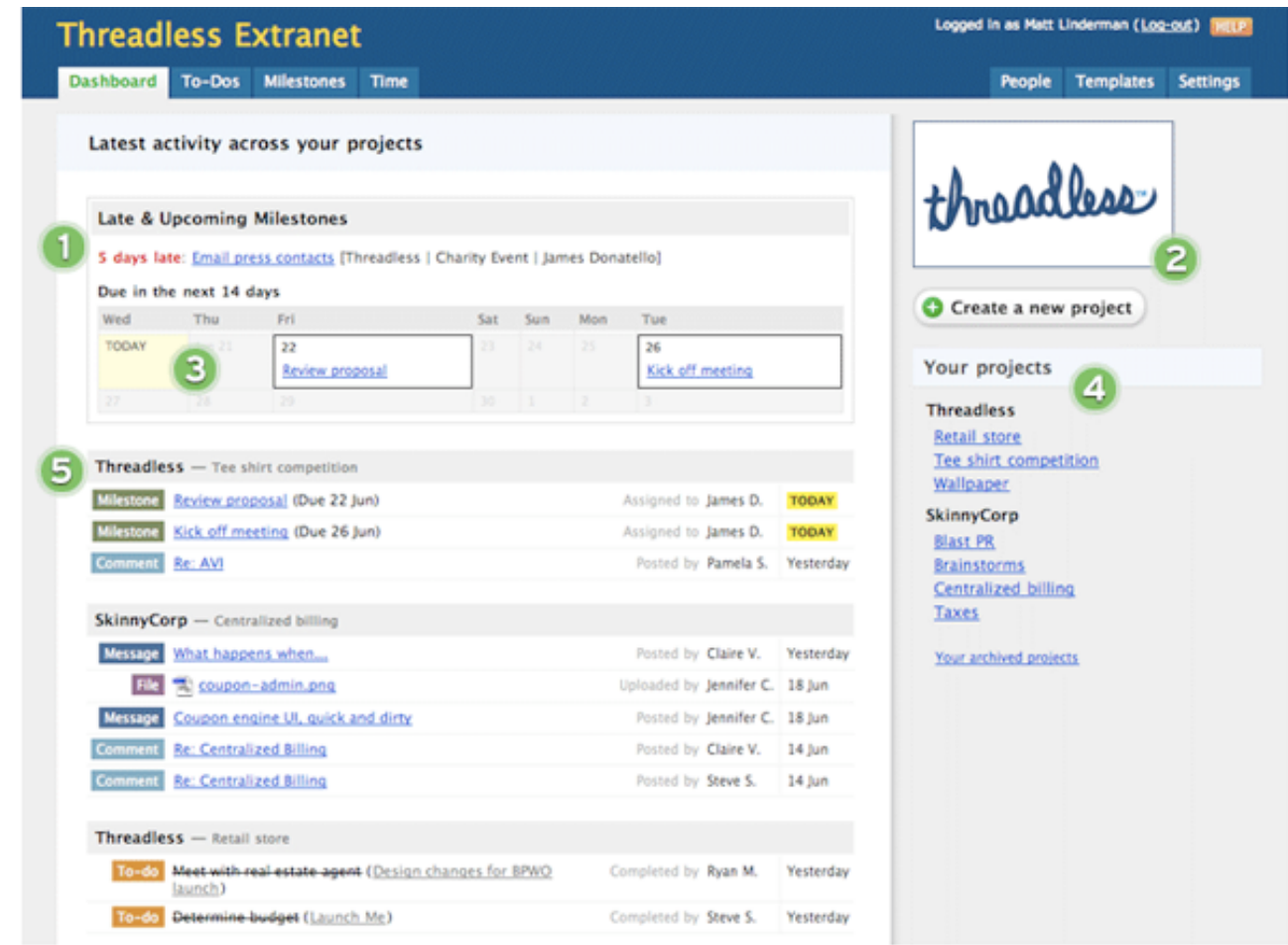
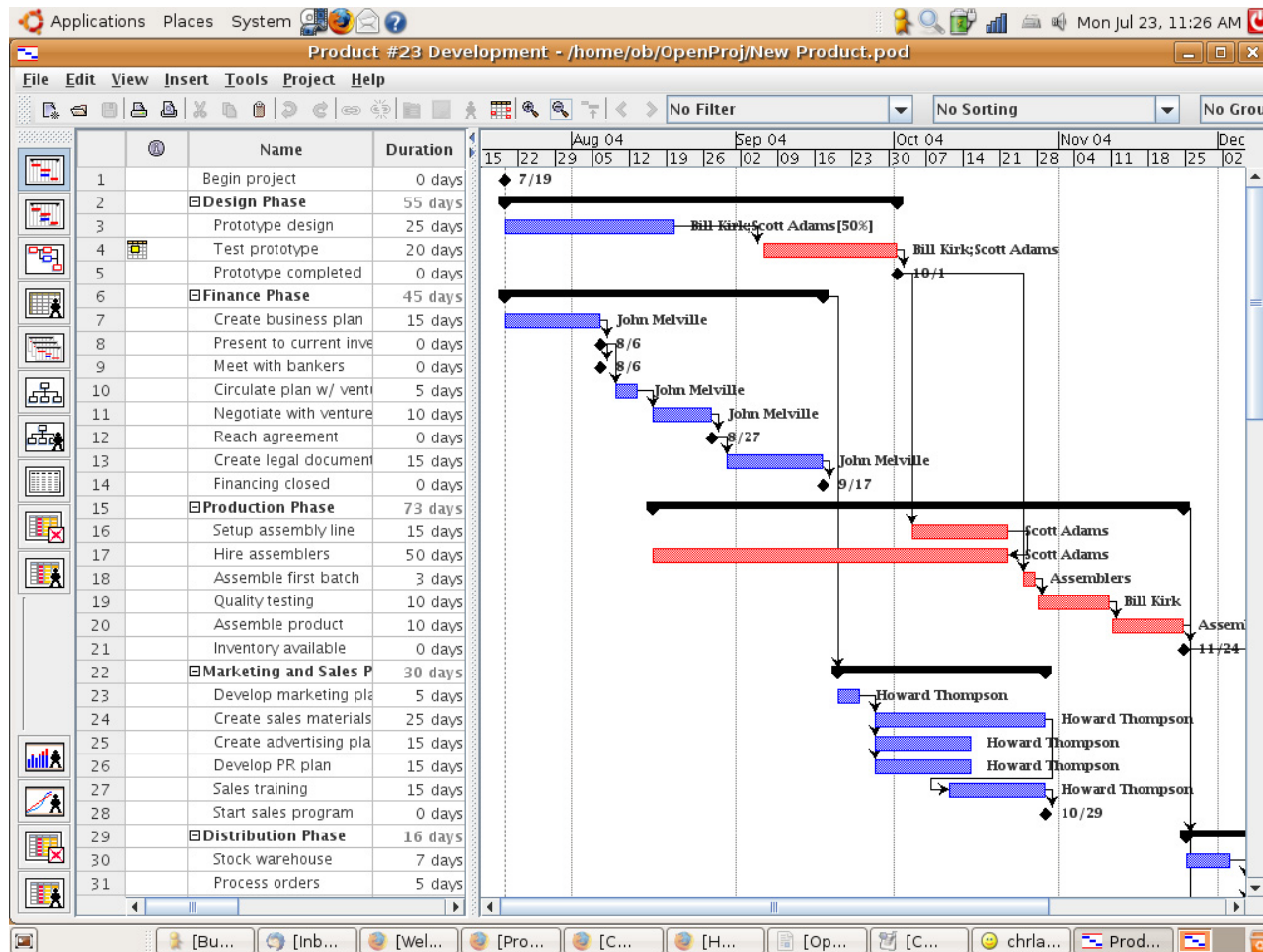
Pervasiveness Permits New Design



App Software Has Already Gone There



And Tools Increasingly Permit Games To



Pervasive Apps Are Very Different

Pervasive Games Too



(Hint: Not Like This)

Still, One Down

*When Presence And Codependency
No Longer Block Everyone Enjoying
Multiple Play As Much As Single Play.*



"When I said 'why don't we make hot love tonight, Herman,' it wasn't a question and you weren't supposed to start your answer with 'Because...'"

Codependency
Is The Bigger
Problem



For Example:

Jawfish Bingo
(my design), a
small project
based on
Multiple Loops



Loss Points and Orphaned Games

Top Dog

The Science of Winning and Losing



Po Bronson &
Ashley Merryman

New York Times Bestselling Authors of *NurtureShock*

Coop-or-Comp (or Collab?)



PEOPLE

"To summarize the summary of the summary: people are a problem."
(Douglas Adams)











motifake.com

These Questions Are Less About Tech
More About People

A Lot Of Multiple Play Games Form Deep Cultures



COUNTER STRIKE™

	Moved: SingSing galaxy s3 confirmed hwdge	-	-	-
	ROFL heavy-handed Valve (1 2) ckspike	Today 05:25 PM by Cymen ▶	28	1,914
	Is ES truly broken by design? (1 2) Riki_Martin~	Today 05:08 PM by Cymen ▶	38	766
	So basically in AP; (1 2) NapKing	Today 05:03 PM by BrokenClock ▶	24	769
	This week is gonna be huge! Wampi1	Today 05:00 PM by Cymen ▶	7	272
	Admit it, the diretide ragefest was hilarious (1 2 3 ... Last Page) 0	Today 04:53 PM by Ranaki ▶	83	2,304
	Why Even Play Dota 2 acidstormz	Today 04:50 PM by Cymen ▶	17	358
	Glados announcer, ranks. (1 2) vininim	Today 04:47 PM by Cymen ▶	20	634
	Moved: What the F"ck is this? frtbkr	-	-	-
	Razor best replays? devil_ghost	Today 04:09 PM by JediMasterZao ▶	11	772

But Many Are Dense

Previous #2511057759



Many Of Them Are Competitive



But Competition Is A Turn-Off For Many

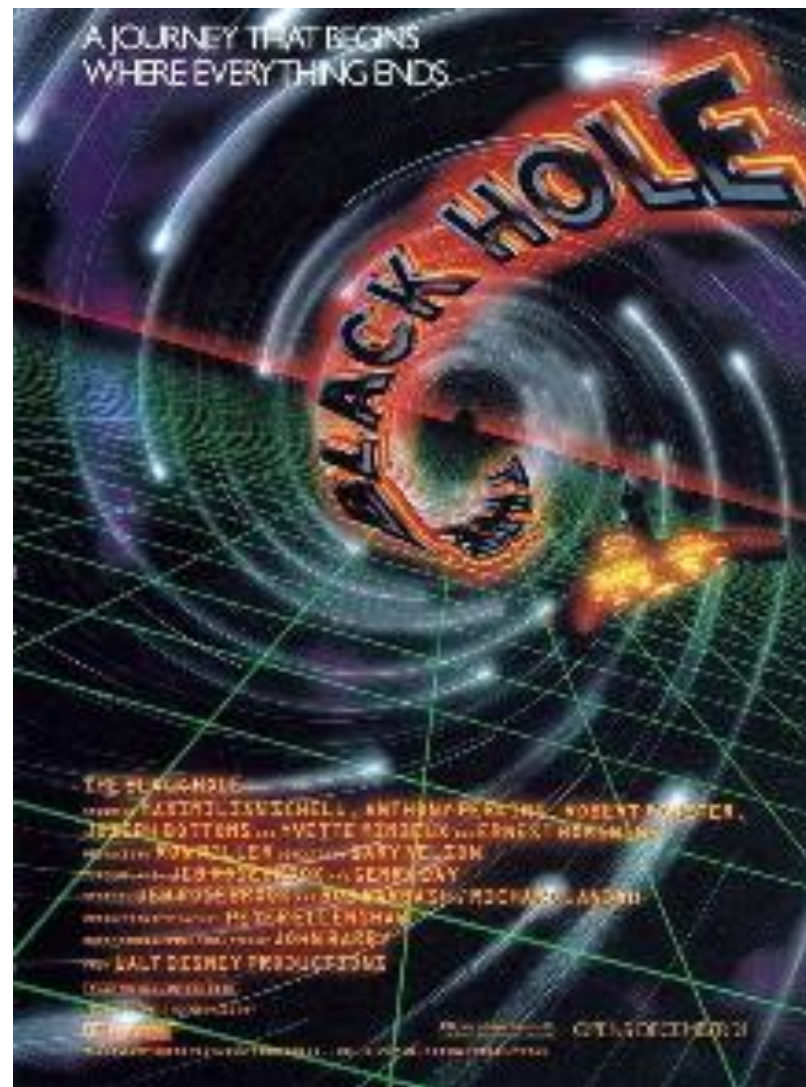


Design
Solutions Often
Involve
Stepping Away



Using Other
Loops, Less
Codependency
Or Presence

But These Don't Pass The Singularity

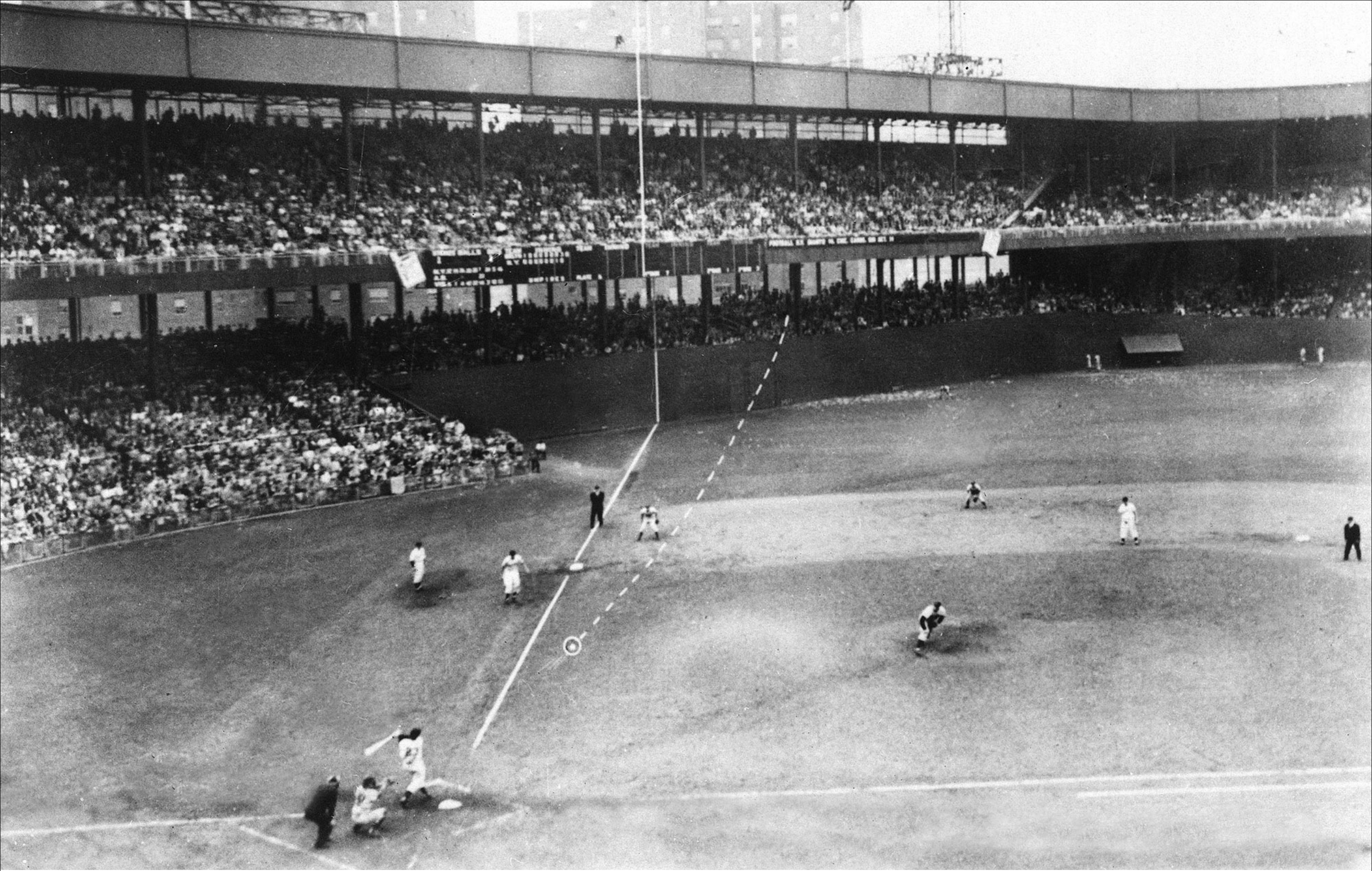


They Cope With It



We Already
Live In The
Age Of
Multiplayer
Games

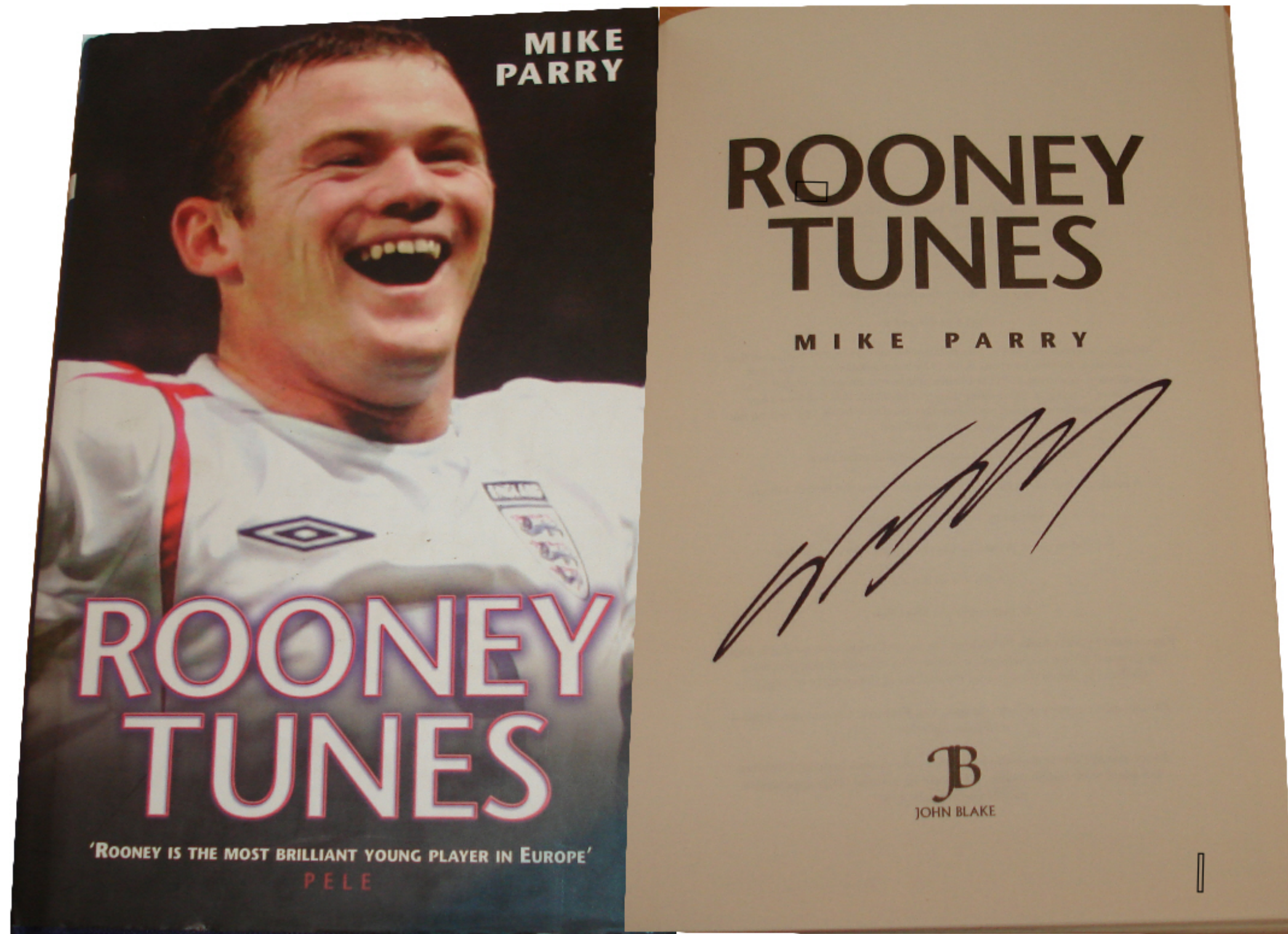
They're
Called
Sports



Play As Cultural Lodestone



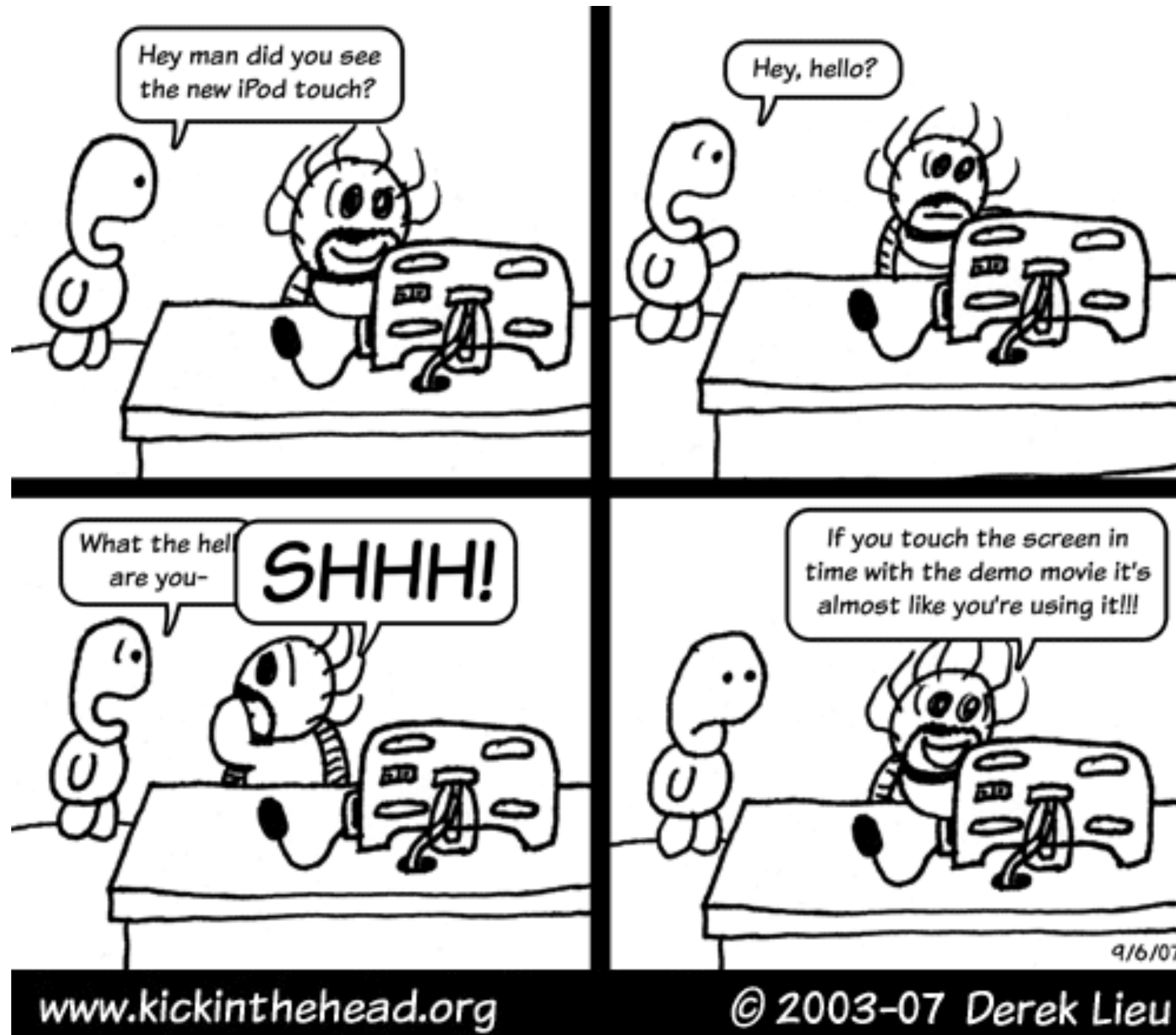
Play As Tribe



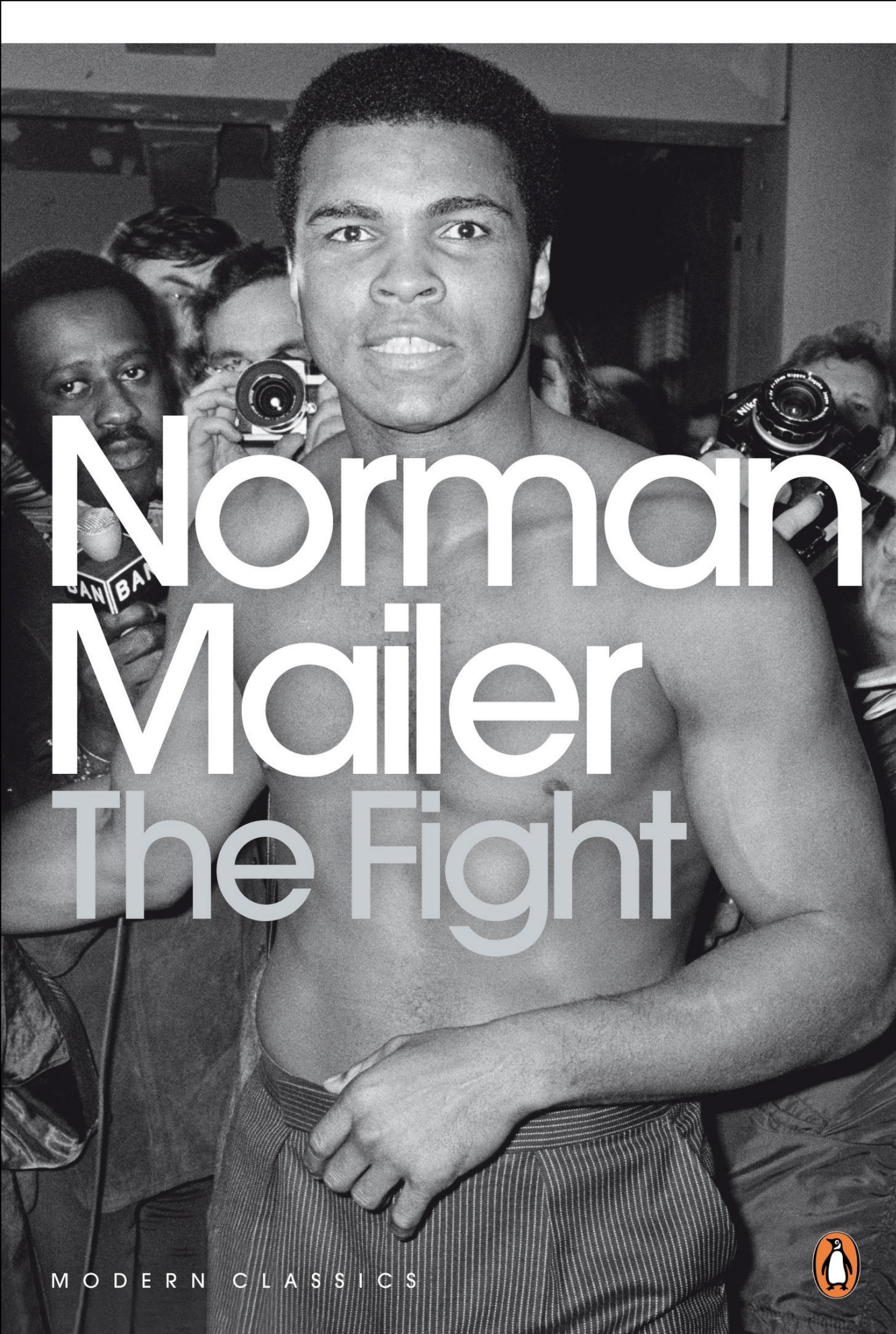
Play As Inspiration



Most People Do Not Play Pro Sport



They Vicariously Live It



Norman Mailer The Fight

And
Occasionally
Form Stories
From It

MODERN CLASSICS





And Meta-Async-Games Around Games



Videogames Are Different To Sport



Lots Of Reasons Why

But Our Play Generates Stories Too



We Have Star
Players

Such As Jung
"Mvp" Jong
Hyun





Does The Multiplayer Singularity Require All Players to Play? What About Few?



What If The Revolution Is This?



Can We See A Time Of Multiplayer Supporters?

Two Down?

*When Presence And Codependency
No Longer Block Everyone Enjoying
Multiple Play As Much As Single Play.*



Nobody Knows